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these documents, I believe the present invention as claimed is clearly patentable over these documents if they are "in fact" as presented to me. Please examine the present claims as if these two Japanese documents are valid disclosures. Neither of these two Japanese documents teaches or suggests snap through "tactile feedback" of any kind, and therefore at least for that aspect while there are certainly others, the present invention is clearly allowable over these references alone or in proper combination with other references. I believe the present claimed invention is patentable over the known prior art and request a patent be allowed. Thank you.

AMENDMENTS TO THE CLAIMS

Please cancel all currently pending claims 8-24.

2 Please insert the below new claims 25-33 presented for examination and allowance, and falling within the elected Group III. Since all pending claims are being canceled and new claims 25-33 are now being entered, no marked up version of the claims is required or submitted herewith. The below claims 25-28 are the same claims as claims 25-28 in Applicant's PCT application number PCT/US99/28914, the PCT claims first presented Aug. 16, 2001 during the PCT Preliminary Examination in which Examiner Easthom correctly found the claims depicting an invention, i.e., novel, useful and inventive. Below claims 29-33 are within the elected Group and should also be allowable.

Please enter and act upon the following new claims 25-33.

↓

1. A method of controlling variable output of a variable output sensor, comprising
pressing an actuator with force, using only a single human thumb, to receive a first snap-through tactile feedback to the thumb pressing the actuator,
then,
varying the pressing force for varying the output of the sensor,
followed by
reducing the pressing force until a second snap-through tactile feedback is received by the thumb.

2. A method of controlling variable output of a variable output sensor according to claim 1 further including
increasing the pressing force because of receiving said second snap-through tactile feedback, to receive a third snap-through tactile feedback and to vary the output of the sensor with varying force.

3. A method of controlling a variable output sensor, comprising
pressing an actuator with force, using a thumb or a finger, to receive a first snap-through tactile feedback to the thumb or finger pressing the actuator, and using the first snap-through tactile feedback as indication of output of the sensor beginning to be varied,
then,
increasing the pressing force for further varying the output of the sensor,
followed by
reducing the pressing force until a second snap-through tactile feedback is received by the thumb or finger pressing the actuator, and using the second snap-through tactile feedback as an indication of the output of the sensor no longer being varied.

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~~28~~. A method according to claim ³~~27~~ further including receiving of said second snap-through tactile feedback and using said second snap-through tactile feedback as indication the sensor is no longer being varied and acting by increasing the pressing force to receive another tactile feedback and again vary the output of the sensor.

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~~29~~. A method of using an analog sensor variably depressed by a human finger to variably control an electronic game, said method including the steps:

- a) depressing said analog sensor with varying pressure;
b) receiving a user discernable snap-through tactile feedback.

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~~30~~. A method according to claim ⁵~~29~~ wherein said depressing includes depressing harder to make a firing rate faster.

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~~31~~. A method of using an analog sensor for controlling a host device showing an electronic game, said method including the steps:

- a) pressing, with a human finger, a button associated with the analog sensor;
b) receiving, through said finger, a ^{snap} threshold tactile feedback.

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~~32~~. A method according to claim ⁷~~31~~ wherein said threshold tactile feedback is a snap-through threshold tactile feedback.

⁹
~~33~~. A method according to claim ⁸~~32~~ wherein said pressing includes pressing harder to make a firing rate faster.
